Foggy Lights

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Foggy Lights used to enhance neon tubes. Dark City environment by Manufactura K4

Abstract

"Foggy Lights" is a visual effect that creates a light halo. It provides you with the option to add a light that matches the glow color and intensity in real time. It takes into account scene depth in order to avoid hard intersections with the environment. You can also offset the effect to make it appear closer or further.

Foggy Lights will enhance light sources in your scene as you can see in the image above.

Foggy Lights Editor Icons & key positions

Interface
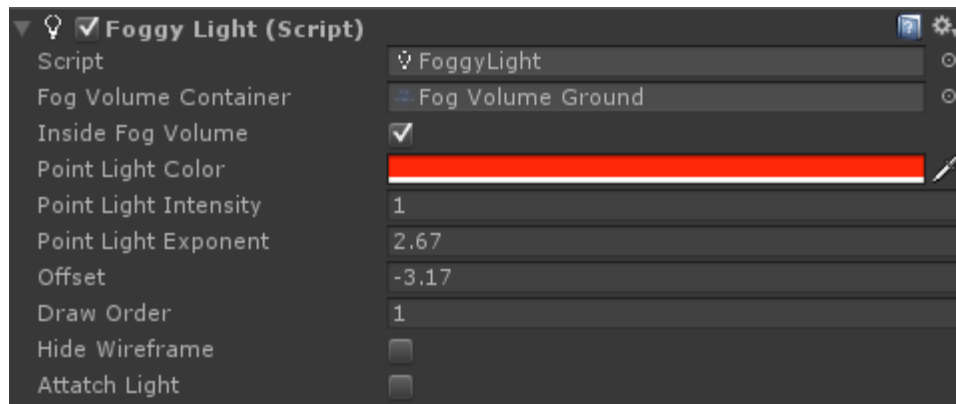
Foggy Lights Inspector parameters

A Foggy Light can be created by pressing **GameObject/Create Other/Foggy Light**

Parameters

Fog Volume Container
In case you use a Foggy Light inside a [Fog Volume](), you may want Fog to affect light. As soon as this field is filled, the Foggy Light will be attenuated by distance according to Fog Volume visibility.

Inside Fog Volume
Turn Fog Volume influence on or off

Point light color
Sets the light color

Point light Intensity
Sets the light intensity

Point light Exponent
Controls the effect size

Offset
Adjust intersection position with environment

Draw Order
Allows you to sort this object between other transparent objects

Hide Wireframe
Optionally, you can avoid drawing wireframe

Attatch light
Adds/remove a point light component.

Videotutorial

Compatibility

Foggy Lights is currently only supported on DirectX hardware. Needs Unity Pro.